CountermoveS

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COUNTERMOVES
The Game Zine

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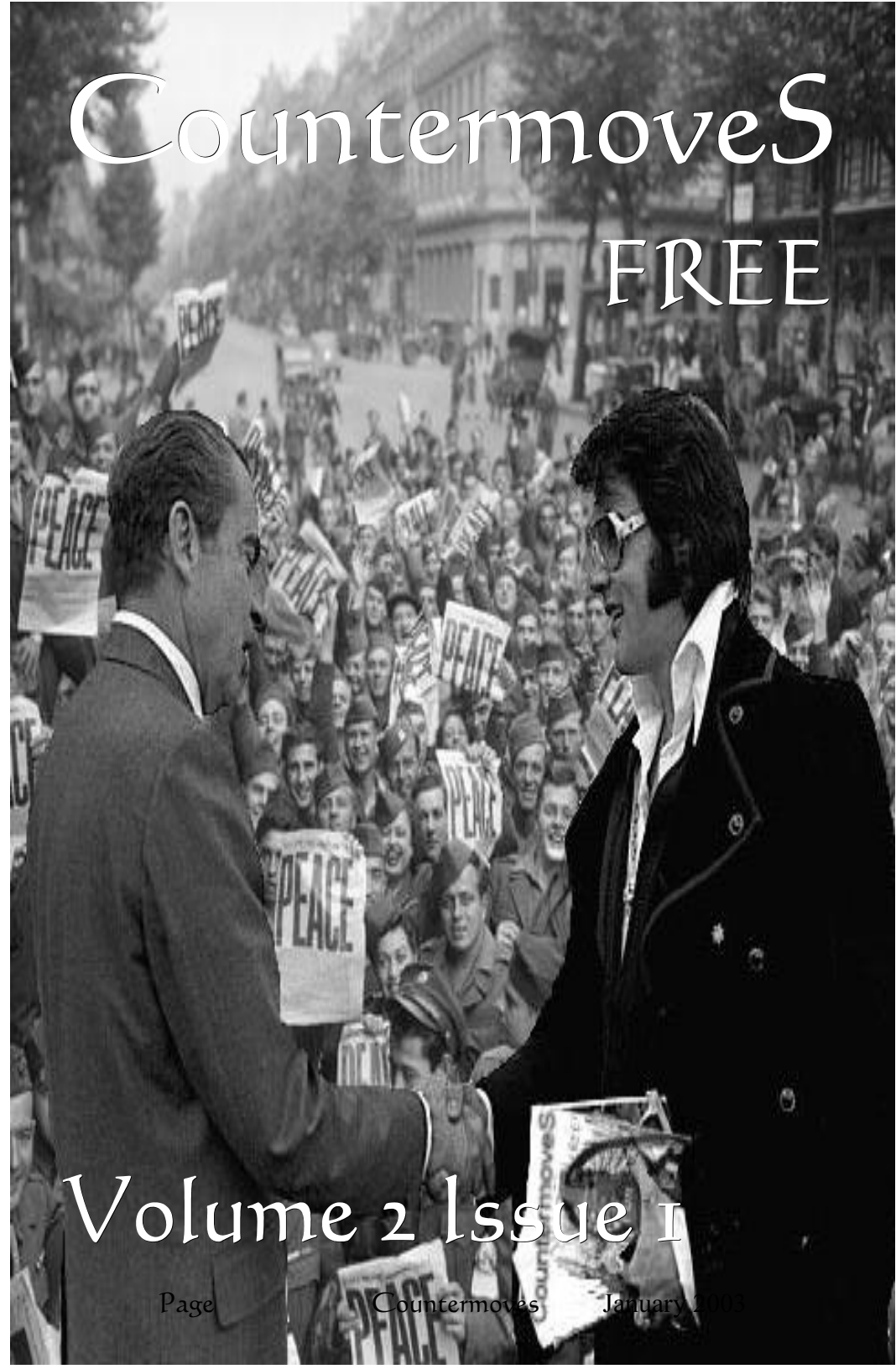
Small Games For BIG Fun

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Volume 2 Issue 1

COUNTERMOVES ZINE

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In This Issue

End Notes

By Tom Higgins

All around us is moving left, right up and down with a speed unthought of in our youth. Nations are on the edge of conflict and our leaders are hell bent on playing some badly designed game rinkydinksmanship with the worlds well being.

When the going gets tough, the tough get gaming. Thats just what we will do in the next issue of Countermoves.

Get ready for a few games of political ranglings, global scope and a chance to show that not all decisions need to be made on half baked dogmas.

If you liked what you have read in this issue then come join us at **countermoves.sourceforge.net** We are open to article, game and artwork submissions as well as any suggestion, ideas and friendly banter you might have about the zine.

Also remember to pass a copy of this zine on to anyone you think might find it of interest. If you are a member of a gaming group, a game store owner, a teacher, or at all interested in offering this zine up to others, by all means feel free. Under our **Creative Commons License** you are more than welcome (in fact take this as encouragement) to spread the zine far and wide. If you would like an electronic version of the zine to print a fresh copy of please visit us at **countermoves.sourceforge.net**

Until next issue, keep playing and creating.

Editorial Ranting

It starts with a singularity. At once you have being and nothingness intertwined. One and Zero. Light and Dark.

Most everything can be traced back to primary bits. some base pair of forces. Often these forces interact to form more complex system, the very systems that make up the world we know.

Over the ages humans have sought to understand the world around them and the complex systems that make them up. They have worked out their ponderings through art, science, religion and games.

No matter how far afield we may get with our ponderings and musings here in the pages of Countermoves it all comes back to games.

In this issue we are going to delve into a few games that are played out on an form of board that holds many primal forces. The 8x8 board of alternating light and dark squares has long been a staple of game players. The most well known game played on this type of playing field is chess.

Everyone from Lewis Carol to Aleister Crowley has played and pondered on the meaning of the 8x8 board. Images of good and evil, the four elemental forces (earth, wind, fire, water) that make up the squares of the board, the 8x8 nature of the whole board that seems to have ties to the Buddahist eightfold path ... these are just some of the interconnectedness of the board and the world around us.

We have covered some aspects of the game Chess in past issue (Volume 1 Issue 3 and Volume 1 Issue 4) so this time out we are going to get into some games other than chess that use the 8x8 board.

The first game is the third place winner of the Microgames Design Contest 2002. Warp Skirmish is not so much a game as it is an engine that powers a vast host of games. Lloyd Krassner's creation has spurred on many WarpSpawn members to craft thiner own game that cover everything from ancient battles to star fleet combat.

The second game was submitted to Coutnermoves by its creator Randy Cox. Robo Battle Pigs uses order queuing to power a players robo pigs across an 8x8 board in hopes of turning the opponent to a heaping pile of robo bacon.

So get out a chess board, some chess pieces , paper and dive into this months offerings.

Enjoy.

Warp Skirmish

By Lloyd Krassner and the Warpspawn Crew
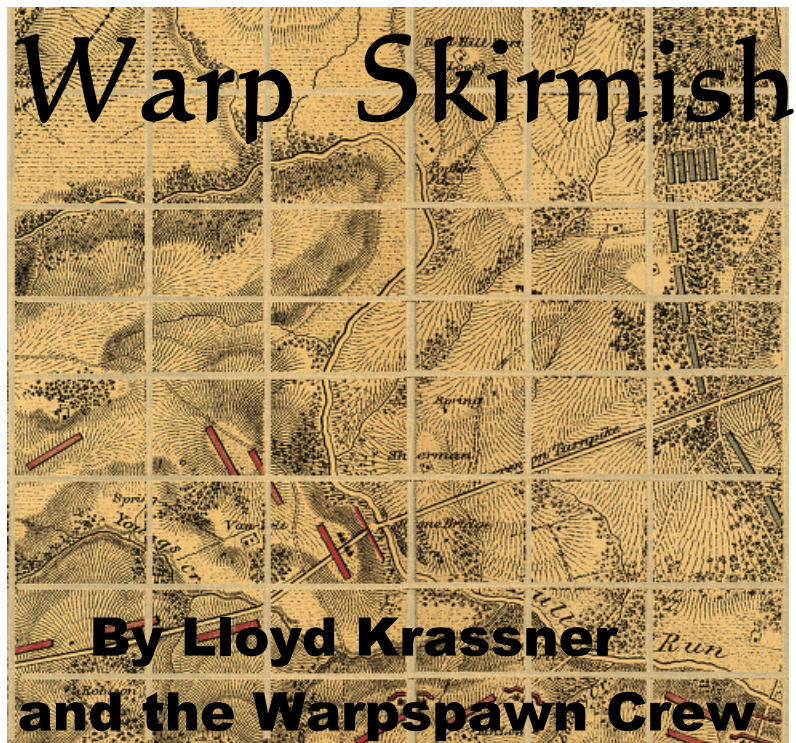
0.0 INTRODUCTION

Warp Skirmish is an abstract Wargame system that utilizes a mix of board, card, dice and unit elements to create a system with chess-like strategy, fog-of-war uncertainty and module expandability.

Presented here are the base mechanics and several modules that are ready for play. The modules contain the game setting, background, unit and card definitions and the rules that augment or change the Warp Skirmish engine.

1.0 The Warp Skirmish Engine

1.1 The Map

An 8x8 chessboard can be used to play most games. Terrain aspects are detailed in the module.

1.2 The Units

Each module will detail the number, attributes and start positions of the units involved.

1.3 The Cards

The players either draw from a common deck of cards or have a their own deck of cards. The make up of the deck is detailed in the module. The cards represent actions, resources, attributes, and other aspects of the modules setting.

Think of the miniature as holding both the Data and the Presentation layers of the unit, where the Data is in the form of a circular matrix representing all the possible States it can be in and the Presentation is the painted figure. A statefull unit counter, yep thats a very cool thing indeed.

Devlyn and Tom hate to admit it, because it will end up costing them more money in the long run, but this game is a lot of fun! Devlyn's eight year old son had the basic rules down in 10 minutes. Father and son played their first game 15 minutes after opening the box. The games played out quickly, while still offering quite a bit of strategy. After four or five games they started incorporating the 'super powers' rules which felt well thought-out and add a lot to the game.

"I'm one of the many people who really liked MtG," says father Devlyn,"but got tired of spending a bunch of money on the cards. It looks like this game will eventually have a similar effect. However, the money aspect is the only real weakness that I can see to this game. In fact, the collectible nature does have a certain appeal in that it's almost a game in and of itself trying to collect and put together your own customized force. I will say this though, we only have 20 figures at this point and have played about 4 hours worth of games and we aren't quite tired of the same characters yet, so maybe it won't be too bad."

Tom agrees. "Its a total guilty pleasure thing with me. I loved the Marvel comics as a kid and dig the fact I can play out some of the battles that never saw ink. With the DC HeroClix(tm) system I am thinking maybe a real down in the mud Marvel VS DC fight can finally take place. None of this last minute friendship happy ending stuff, Im talking about the JusticeWimps finally getting their clocks cleaned by the Fantastic Four. I just hope they put out Power Puff Girls (tm) figures so my 8 year old daughter will want to play. Oh dear lord, Wolverine and Buttercup vs Magneto and Mojojojo..the mind boggles."

At the time of this articles creation the Starters Set with 8 figures and a slew of scenarios put the two dads back about 20$ US with booster packs running about 7$ US,

Gaming With The Kids

By Devlyn Davis and
Tom Higgins

WizKids, Heroclix, Mage Knight, and most
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http://www.wizkidsgames.com

This month we have a tale of two fathers; both Devlyn and Tom have taken the insane/ill-advised/money-sucking leap and bought their kids Heroclix (tm) from WizKids. The Heroclix system is the same basic system used for MageKnight(tm) and Mechwarrior Dark Age(tm).

Even if you have not played with this game system you have seen parts of it before. At its core is a mix of miniatures based war gaming and collectible money pit. Unlike most miniatures systems though all the painting is done for you, this is a huge time saver and a big reason why even folks who shy away from miniatures might give it a try. The real innovative twist comes in the base of the miniature figure.

The base which the figure stands on is actually a wheel with a window showing a single column of numbers. The column represents the attributes of the figure, things like Attack, Defense, Movement, Special Powers, Damage. Each figure
has a starting column that is marked with green, the game begins with that column showing. As the game progress events will call for you to "clix" the base clockwise or counter clockwise thus revealing different columns of numbers. These numbers become the figures attributes. For instance, taking a point of damage causes you to "clix" one column, repairs undo the damage, using super powers can often drain you, etc.

1.4 Turn Sequence
A player is randomly selected to go thru the Turn Sequence first. Each module will detail the exact Turn Sequence; the basic phases are usually as follows.

1.4.1 Orders Phase
The player draws 3 cards. If the deck runs out the discard pile is shuffled and used as the deck.
The maximum number of cards that can be help is 5 cards. After drawing player must discard excess cards.

1.4.2 Maneuver Phase
The player discards a Movement type card. A Movement card will be marked as such and will have a number that will indicate the number of spaces a unit may move. Movement cards are often valid for specific types of units. The player can then select a valid unit and move them that number of spaces. The directions a particular unit can move in, as well as other movement restrictions, are detailed in the module.

1.4.3 Fire Phase
The player discards an Attack type card. An Attack card will be marked as such and will have a number that will indicate the range of an attack. Attack cards are often valid for specific types of units. The player can then select a valid unit to attack and a valid target. The effects of the attack, as well as restrictions and reactions by the target, are detailed in the module.

1.5 Victory Conditions
Each module will detail the conditions that need to be met for a player or players to be declared the victorious.

PLAYING WITHOUT CARDS
Often times it is not possible to build the card decks needed to play out a quick WarpSkirmish scenario. In this case one of the methods outlined here can be used in place of a physical deck of cards. These suggestions came from Markus Salo and Gottardo Zancani.

Method Once
- Take the list of card and give each card a number starting with 1 and going down the list sequentially assigning a number. This has already been done for the games in this document.
- Make simple paper markers for each number.
- Put those markers in a cup, this is your deck. If the game calls for two or more decks simple use two or more cups and two or more sets of numeric markers.
- When you are asked to draw a card shake the cup that represents your deck and pick a marker out of the cup without looking.
- When you are told to discard put that marker into another cup, this becomes your discard pile.
- If the game calls for you to reshuffle the discard pile and use that as your deck, simply empty your discard cup into your deck cup.

With this mechanism you can have the random distribution of the deck, one instance of every card or more if needed, and you don't need the printed card since you simply index the card list with the numbers in your "hand".

(Card Markers Print and cut out. Copy as needed.)

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100

Method Two

Make a list of all challenge cards with excel, or whatever spreadsheet you prefer, and randomize the list. Then print it out.

Now, when you face a challenge, roll 1d10. If you get 7, you face the seventh challenge on the list. When you have dealt with the challenge, mark it used. When you face another challenge, roll the 1d10 again. If you get a 10, then you face the 10th UNMARKED challenge on the list.

Just make sure, that there are 10 more challenges in the list than there are spaces on the game board.

The challenges that top the list happen more often than those at the bottom of the list. This property can be used without randomizing by the game designer.

actions of his opponent. When a player takes five damage points, he is out of the game. Here are the first few moves of a sample game:

Initial Setup
```
*  *  *  A  *  *  *  *
*  *  *  |  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  |  *  *  *
*  *  *  *  B  *  *  *
```
Both players plan the first three moves:

A (0 damage): \ F \
B (0 damage): ^ ^ ^

Player A is going to cut over to the east side of the board (firing along the way), and Player B plans to go to the center.

Move 1
```
*  *  *  *  *  *  *  *
*  *  *  *  A  *  *  *
*  *  *  *  |  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  |  *  *  *
*  *  *  *  B  *  *  *
*  *  *  *  *  *  *  *
```
The players reveal and execute the first move in their list (in brackets). After seeing what their opponent did, they add a new move to their list.

A (0 damage): [\] F \ ... ^
B (0 damage): [^] ^ ^ ... H

Move 2
```
*  *  *  *  *  *  *  *
*  *  *  *  A  *  *  *
*  *  *  *  |  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  |  *  *  *
*  *  *  *  B  *  *  *
*  *  *  *  *  *  *  *
```
The players reveal and execute the next move in their list. Player B is hit by a laser! So, Player B repeats the last move on his list before he adds a new move. Player A just adds a move like normal.

A (0 damage): [F] \ ^ ... TL
B (1 damage): [^] ^ H ... H TL

Now Player B's move list is four moves long, while Player A's list is three moves long. The longer your move list, the harder it is to control your pig.

Move 3
```
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  A  *  *  *
*  *  *  |  |  *  *  *
*  *  *  B  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
```
The players reveal and execute the next move in their list. Player B thinks that Player A is making his way to the east side of the board (based on the last few revealed moves) and realizes that before long he's going to be facing west. He decides he had better turn around!

A (0 damage): [\] ^ TL ... F
B (1 damage): [^] H H TL ... TR

Move 4
```
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  |  A  *  *  *
*  *  *  B  |  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
*  *  *  *  *  *  *  *
```
Player B hits Player A! Now Player A must repeat his last move before he adds a new one.
A (1 damage): [^] TL F ... F \
B (1 damage): [H] H TL TR ... TR

...And so on until one player has five damage. Gameplay is slower with Continuous Feedback than with the standard game because the players think through their move lists after every move rather than every five moves. It has a very different feel than the standard Robo Battle Pigs game.

This game requires decent abstract thinking skills to visualize where your pig will end up while planning moves. To help kids play, it might be a good idea to provide them with a second board and token out of view of their opponent, so they can walk through their moves as they plan them.

Another way to take away a bit of the complexity is to ignore damage moves. Allow all pigs to make five moves on every turn no matter how damaged they are. Still, the first person to hit their opponent five times is the winner.

B.A.S.H. - Battle Against Several Hogs
Erik Arneson suggested that we modify the rules to create an eight player "battle royal" version of RBP for play in the About Boardgames forum. We brought in Chouser to help, and here is what we came up with.

All normal Robo Battle Pigs rules regarding movement, damage, and repair apply. The pigs start the game arranged in a ring, facing outward from the center of the board:

```
* * * * * * * *
* * * | | * * *
* * * A B * * *
* --H * * C-- *
* --G * * D-- *
* * * F E * * *
* * * | | * * *
* * * * * * * *
```

Additional rules:
()Laser blasts do not penetrate pigs. If multiple pigs are in line with a laser blast,only the first pig in the line takes damage.
()Hitting can damage multiple pigs at one time. All pigs within the three squares that define hitting range are damaged by a hit.
()When a pig is destroyed, the the non-functional hulk remains on the board.
()As with living pigs, laser shots cannot penetrate a destroyed pig, so it can be used as laser cover for the remaining pigs.
()If a living pig moves onto a square containing a non-functional pig, the non-functional pig is removed from the board (it is flattened and is no longer an obstacle).
()Hitting a dead pig has no effect.

Continuous Feedback RPB (Advanced)
This variation eliminates the idea of rounds and allows the players to react to their opponents on a move-by-move basis. The game starts with the pigs in the normal position, but the players plan out only the first three moves, rather than five.

Unlike the standard game where five moves are revealed at once, in this variation moves are revealed one at a time. To start the game, reveal only the first move, and move the pigs accordingly. After each move, the players add one more move to the end of their move lists, then the next "first" move is revealed and executed, and so on.

If a pig is damaged, then the player must repeat the move at the end of his list before he adds a new move. This means that the more damaged a pig gets, the longer his move list becomes. And a longer move list means that he can't react as quickly to the actions of his opponent. When a player takes five damage points, he is out of the game. Here are the first few moves of a sample game:
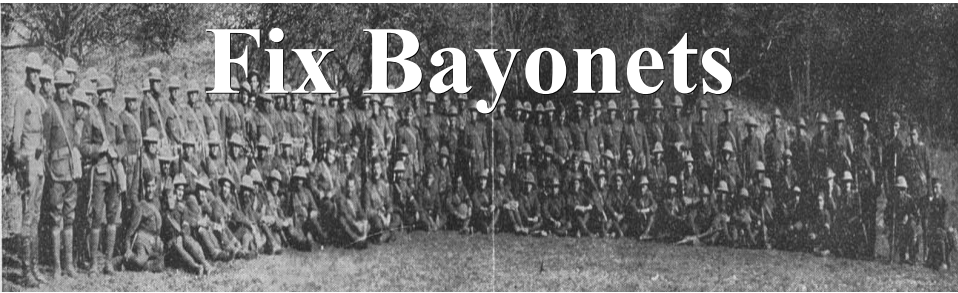
Fix Bayonets

INTRODUCTION
Fix Bayonets is an abstract skirmish level game built on the Warp Skirmish Engine. It is balanced for 2 players.

This module depicts man-to-man fighting in the Argonne Forest 1918.
One player is the defending American Lost Battalion. The other player is the attacking German Stormtroopers.

1.1 THE MAP
Use an 8X8 chessboard.

1.2 THE UNITS

1.2.1 Use chits or miniatures to represent the soldiers. Each unit represents one soldier. There are 5 types of soldiers: **Officers**, **Riflemen**, **Snipers**, **Runners** and **Heavy Weapon Specialists**

1.2.2 Each player starts with:
   2 **Officers**
  10 **Riflemen**
   2 **Heavy Weapon Specialists**
   1 **Runner**
   1 **Sniper**

1.2.3 Each player places 2 men on each square of his back row. Soldiers may stack. There is no stacking limit.

1.3 The Cards
Players share a common deck. The deck contains 3 copies of each card in the Card list.

Numbers	Card Name:	Type	Range	Notes
1 - 3	Bayonet	A	1	
4 - 6	Pistol	A	1-2	
7 - 9	Flame Thrower	A	2-3	Germans Only
10 - 12	Grenade	A	K	
13 - 15	Rifle	A	3	
16 - 18	Rifle	A	4	
19 - 21	Machine Gun	A	4-5	Americans Only
22 - 24	Sniper	A	5-6	
25 - 27	Crawl	M	1	

28 - 30	March	M	2	
31 - 33	Double Time	M	3	
34 - 36	Zigzag	M	K	
37 - 39	Run	M	4	
40 - 42	Charge	M	5	
43 - 45	Advance	M	2	Germans only
46 - 48	Counter Attack	M	3	Americans Only
49 - 51	Trees	T	-	Negate an Attack Card
52 - 54	Fox Holes	T	-	Negate an Attack Card. Americans Only
55 - 57	Rough Ground	T	-	Negate a Move Card
58 - 60	Hold Ground	T	-	Negate a Move Card. Germans only

Card List Notation
A = Attack
M = Move
T = Terrain
K = as a Knight would move in Chess
'Germans Only' cards can only be used by the German player.
'Americans Only' cards can only be used by the American player.

1.4 TURN SEQUENCE
A player is randomly selected to go thru the Turn Sequence first.
Each turn has 3 phases:

Orders Phase
Move Phase
Fight Phase

1.4.1 Orders Phase
()The player draws 3 cards. If the deck runs out the discard pile is shuffled and used as the deck.
()The maximum number of cards that can be help is 5 cards. After drawing player must discard excess cards.

1.4.2 Move Phase
()Discard a Move card to move one of your men. The move card has a number that is spaces the man moves.
()Moves can be diagonal or orthogonal.
()The Zigzag card allows a man to move like a knight in chess.
()Instead of moving just one man in any direction, you have the option of moving one or more men forward the indicated number of spaces using a single move card.
()A single man can move only once per turn.
()A runner can move twice per turn.
()Your opponent may play a rough ground card to negate your move.
()You cannot move men into or through enemy soldiers.

1.4.3 Fight Phase
()Discard an Attack card to have a Man attack. The attack card has a number that is the range of the attack.

```
* * * * * | * * *   Round 3
* * * * * A * * *
* * * --B * * * *
* * * * * * * * *  A: / TL v \ F (0 damage)
* * * * * * * * *  B: v v v X H (1 damage)
* * * * * * * * *  A runs to the corner, then comes out with guns
* * * * * * * * *  blazing. B backs up to the wall and hits.

          |
* * * * * A *   Round 3, Move 1
* * * * * * * *
* * * * --B * *
* * * * * * * *  A: /
* * * * * * * *  B: v
* * * * * * * *
* * * * * * * *
```

```
* * * * * --A *   Round 3, Move 2
* * * * * * * *
* * * * --B *
* * * * * * * *  A: TL
* * * * * * * *  B: v
* * * * * * * *
* * * * * * *
```

```
* * * * * * --A   Round 3, Move 3
* * * * * * * *
* * * * * --B
* * * * * * * *  A: v
* * * * * * * *  B: v
* * * * * * * *
* * * * * * *
```

```
* * * * * * *   Round 3, Move 4
* * * * --A *
* * * * * --B
* * * * * * * *  A: \
* * * * * * * *  B: X
* * * * * * * *  B takes his damage move.
* * * * * * * *
* * * * * * *
```

```
* * * * * * *   Round 3, Move 5
* * * * --A *
* * * * * --B
* * * * * * * *  A: F
* * * * * * * *  B: H
* * * * * * * *  A fires its laser at nothing as it gets hit in the back!
* * * * * * * *  Ouch!!
* * * * * * *
```

Round 4 would begin with both pigs having one damage point each. If either of them gets too damaged, it might try to repair. During a repair round, the pig cannot move or hit.

Variations

RBP for Kids

Round 1, Move 4

```
* * * * * * *
* * *--A * * *
* * * * * * *
* * | * * * *
* *B * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: v
B: ^

Round 1, Move 5

```
* * * * * * *
* * *--A * * *
* * * | * * *
* * *B * * * *
* * * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: H
B: /
A narrowly misses hitting B! Remember, a pig hits in the direction that it is facing. If B was one step further north, it would have been hit.

Round 2

```
* * * * * * *
* * *--A * * *
* * * | * * *
* * *B * * * *
* * * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: v \ \ TR F (0 damage)
B: / / TL X F (1 damage)
B is trying to get behind A by moving to the east. A is betting that B will move north, and is trying to get behind it and fire.

Round 2, Move 1

```
* * * * * * *
* * * |-A * *
* * * *B * * *
* * * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: v
B: /
They're both wishing that their next move was a hit!

Round 2, Move 2

```
* * * * * * *
* * * * |-A * *
* * * *B * * *
* * * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
**A: **
B: /
The pigs collide, (A tries to move SW, B tries to move NE) and neither goes anywhere. This is really going to mess up their plans.

Round 2, Move 3

```
* * * * * * *
* * * *--A * *
* * * *--B * *
* * * * * * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: \
B: TL
A collides with B and doesn't move. B turns.

Round 2, Move 4

```
* * * * * | * *
* * * * *A * *
* * * *--B * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: TR
B: X
B uses his damage move (he must take one at some point during this round since he has incurred one damage point). A turns north.

Round 2, Move 5

```
* * * * * | * *
* * * * *A * *
* * * *--B * *
* * * * * * *
* * * * * * *
* * * * * * *
```
A: F
B: F
Both pigs fire. Both pigs miss. Not a very exciting round. They just bumped into each other a lot.

()The Grenade card is an attack with a range like a knight in chess.
()The enemy soldier that is the target of the attack is automatically killed and removed from the map.
()The American Heavy Weapons Specialist can only use the Machine Gun card. No other soldier may use the Machine Gun card.
()The German Heavy Weapons Specialist can only use the Flame Thrower card. No other soldier may use the Flame Thrower card.
()Officers can only use Pistol cards.
()Only Snipers can use Sniper Cards.
()If a stack of soldiers is hit, then one man, of the defenders choice, will be killed unless the attack was made by a Grenade, Machine Gun or a Flame
()Thrower in which case all the men in the stack will be killed.
()Your opponent may play a trees card to negate your attack.

1.5 VICTORY
You win if you kill both of your opponents Officers.

1.6 STRATEGIC VERSION
Play with hands face up.

Resources
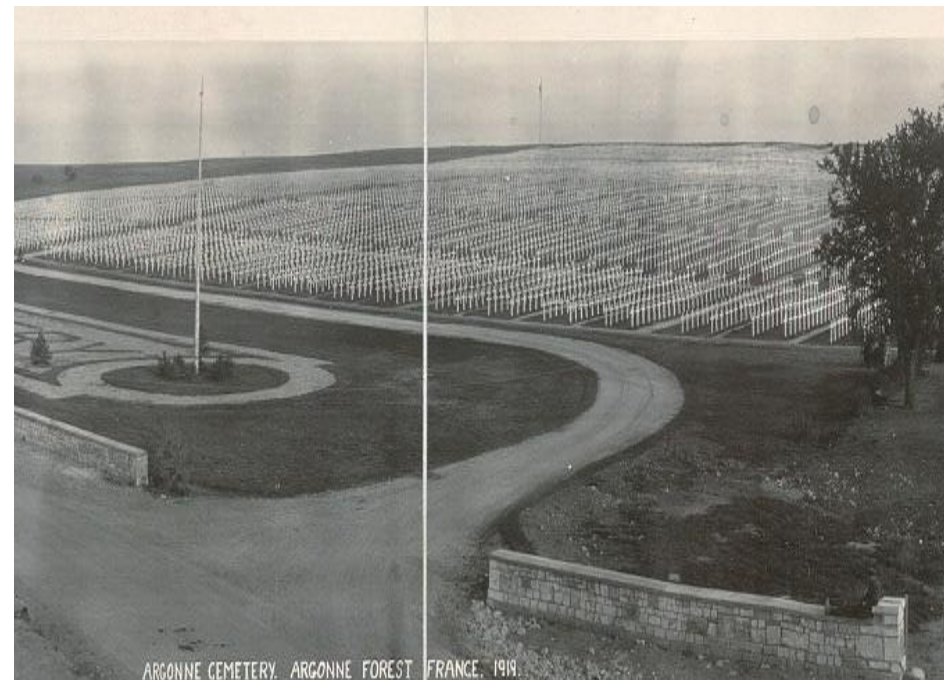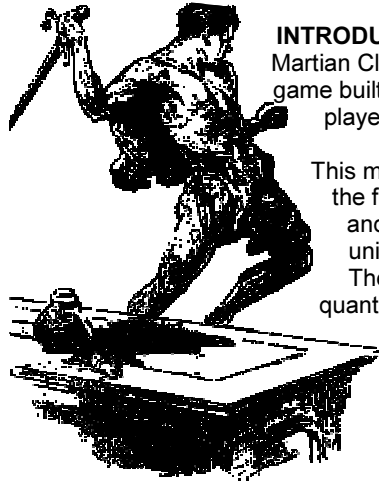**The History and Rhymes of the Lost Battalion**
http://www.ku.edu/~libsite/wwi-www/Lost/LostBatTC.htm

Charles Whittlesey- Commander of the Lost Battalion
http://www.worldwar1.com/dbc/whitt.htm

ARGONNE CEMETERY. ARGONNE FOREST FRANCE. 1919.

MARTIAN CLOUDSHIPS

INTRODUCTION

Martian Cloudships is an abstract skirmish level aerial combat game built on the Warp Skirmish Engine. It is balanced for 2 players.

This module depicts ship-to-ship engagements between the floating armada of the British Expeditionary Forces and a Band of Martian Cloudships in an alternative universe setting around the time of the Victorian era. The ships achieve weightlessness by carrying quantities of distilled essence of ether.

1.1 THE MAP

Use an 8X8 chessboard.

1.2 THE UNITS

1.2.1 Use chits or miniatures to represent the ships. Each unit represents one ship. Each player has 3 types of ships.

VICTORIAN FLEET TABLE

#	Type	Hits	Notes
1	Frigate	3	Flagship
2	Monitor	2	
5	Gunship	1	

MARTIAN FLEET TABLE

#	Type	Hits	Notes
1	Warbarge	3	Flagship
2	Galley	2	
5	Cog	1	

# = Number of that type of Ship you start the game with.
Hits = Number of Hits that type of Ship can take.

1.2.3 Each player places one Ship on each square of his back row. Ships may not stack.

For example, if a pig has incurred three damage points, his commands for a round may look like this: **^ X X H X**. This means that on the first step, he walks forward. Then he does nothing for the next two steps. Then he hits on the fourth step, and does nothing on the fifth step. Remember, the damage moves can be played at any point during the round.

Repair

If a pig has been damaged, it may be repaired. To repair, the player writes **R R R R R** as his command set for a given round. During this round, the pig does not move or attack. One round of repairs reduces the pig's damage score by one point. A pig can receive damage from it's opponent while it is attempting to repair itself (if it gets hit twice while it is repairing, then subtract one damage point for the repair, and add two for the damage).

Repairing your pig is intentionally risky. If it was easy to repair damage, then the game would go on forever.

Winning the game

The game ends immediately when one Robo Battle Pig has incurred five points of damage.

Example Game

Here are the first three rounds of a sample game between two players. In the diagrams, the lines indicate the direction that the pigs are facing.

```
* * * A * * * *   Round 1-The players record their five commands on
* * * | * * * *   paper, then reveal them at the same time.
* * * * * * * *
* * * * * * * *
* * * * * * * *   A: F ^ TR v H (0 damage)
* * * * * * * *   B: \ \ F  ^ / (0 damage)
* * * * | * * *
* * * * B * * *
```

```
* * * A * * * *   Round 1, Move 1
* * * | * * * *
* * * * * * * *
* * * * * * * *   A: F
* * * * * * * *   B: \
* * * | * * * *
* * * B * * * *
* * * * * * * *   B takes one point of damage from A's laser!
```

```
* * * * * * * *   Round 1, Move 2
* * * A * * * *
* * * | * * * *   A: ^
* * * * * * * *   B: \
* * | * * * * *
* * B * * * * *
* * * * * * * *
* * * * * * * *
```

```
* * * * * * * *   Round 1, Move 3
* * --A * * * *
* * * * * * * *
* * * * * * * *   A: TR
* * * | * * * *   B: F
* * B * * * * *
* * * * * * * *
* * * * * * * *   B misses.
```

All movement directions are relative to the direction that the pig is facing. For example, a pig facing east that moves backwards is moving west.

When moving Forward Left or Forward Right, the pigs maintain the same facing (i.e. if they were facing north, then moved Forward Left, they end up facing north).

Collisions
The Robo Battle Pigs cannot both occupy the same square on the board at the end of a move. Here are the possible collision states, and what to do about them.

Pigs move onto the same square:
Neither pig moves.
One pig attempts to move onto a square where the other pig rotates, repairs, or take a damage move:
The moving pig stays in his old square, and the other carries out its action.
Face-to-face, back-to-back, or corner-to-corner pigs attempt to move "through" each other to occupy each other's original spaces:
Neither pig moves.
Side-to-side pigs attempt to cross paths diagonally :
Both pigs complete their desired moves.
One pig moves onto the square that the other pig leaves:
Both pigs complete their desired moves.

Attacking Moves (Fire and Hit)
These commands are the only ways to damage your opponent's pig. Firing the laser will hit a pig directly in front of you, no matter the range. Hitting will damage a pig standing in any of the three adjacent forward squares.

For example, if A (facing south) fires, then all of the squares labeled "f" score a damage point. If B (facing north) hits, then all of the squares labeled "h" score a damage point.

```
* * * * * * * *
* * * * * * * *
* A * * * * * *
* f * * * * * *
* f * * * * * *
* f * * h h h *
* f * * * B * *
* f * * * * * *
```

(If this were a real game, then neither player would succeed in damaging his opponent.)

Damage
If a Robo Battle Pig is damaged, on subsequent rounds it must play a damage move (X) for each point of damage it has incurred. This damage move can be played at any time during the round. The damage move causes the pig to perform more poorly the more damaged it is.

1.3 The Cards
Each Player has a unique deck.

VICTORIAN CARD LIST

Card Name:	#	Range	Type	Notes
Marines	1	1	A	Swords & Bayonets
Rifles & Pistols	1	2	A	
Gattling Gun	1	3	A	
Grapeshot	1	4	A	
Cannon Ball	1	5	A	
Shell	1	6	A	
Bomb	1	1	A	Dropped from Above
Mortar	1	K	A	
Canister	1	3	A	
Shrapnel	1	6	A	
Rockets	1	5	A	
Broadsides	1	4	A	
Turrets	1	-	D	
Steel Hull	1	-	D	
Men of Iron	1	-	D	
Steam Powered	2	1	M	
Coal Burning	2	2	M	
Propellers	2	3	M	
Pick up Speed	2	4	M	
Stoke the Fires	2	5	M	
Full Steam Ahead	2	6	M	

MARTIAN CARD LIST

Card Name:	#	Range	Type	Notes
Ram	1	1	A	Piercing
Warriors	1	1	A	Spears & Whips
Needlers	1	2	A	Air Guns
Fire Belcher	1	3	A	Flame Thrower
Lightning Projector	1	K	A	Tessla Coils
Rock Lobber	1	5	A	Catapult
Death Gliders	1	6	A	With Incendiary Bombs
Web Caster	1	2	A	Weighted Sticky Nets
Heat Ray	1	4	A	Mirrors
Spear Chucker	1	4	A	Giant Ballistae
Gasser	1	2	A	Poison Gas
Acid Sprayer	1	3	A	
Hide in the Clouds	1	-	D	
Crystal Hull	1	-	D	
Swift Evasion	1	-	D	
Etheral Oars	2	1	M	
Unfurl	2	2	M	
Glide	2	3	M	
Sails	2	4	M	
Wind Borne	2	5	M	
Gale	2	6	M	

CARD LIST NOTATION
M = Movement
A = Attack
D = Defense
X = Special
K = as a Knight would move in Chess
Type = Purpose of card
# = Number of that card in the Deck.

1.4 TURN SEQUENCE
A player is randomly selected to go thru the Turn Sequence first.
Each turn has 3 phases:

Orders Phase
Maneuver Phase
Fire Phase

1.4.1   Orders Phase
()The player draws 3 cards. If the deck runs out the discard pile is
shuffled and used as the deck.
()The maximum number of cards that can be help is 5 cards. After
drawing player must discard excess cards.

1.4.2   Move Phase
()Discard a Move card to move one of your Ships. The move card has a
    number that is spaces the man moves.
()The Fleet Tables list what type of Move cards each unit can use.
()Moves can be diagonal or orthogonal.
()Instead of moving just one Ship in any direction, you have the option   of
moving one or more Ships forward the indicated number of spaces   using a
single move card.

1.4.3   Fight Phase
()Discard an Attack card to have a ship attack. The attack card has a number that
    is the range of the attack.
()Attacks can be diagonal or orthogonal.
()"Knight" type attack cards produce an attack with a range like a knight in chess.
()Each attack does one point of damage. Use chits or coins to record damage.
()A ship reduced to 0 Hits is destroyed and removed from the board.
()Your opponent may play (discard) Defense cards to negate your attack.

1.5 VICTORY
You win if you destroy the opposing Flagship.

1.6 INSPIRATIONAL LINKS
Landship Game by Rabbidgerbil- http://hometown.aol.com/rabbidgerbal/myhomepage/
profile.html

Robo Battle Pigs

A simple strategic combat game

A board game for 2 to 8 players
Playing time: 25 minutes
Designed by Randy Cox

Equipment
()A chess or checker board
()A token for each player that has a definite front
   (I like to use rubber pigs like the ones in my "Pass The Pigs" game, but
    chess knights work equally well)
()Paper and a pencil for each player

Object
To destroy your opponent's Robo Battle Pig by inflicting five points of damage with your
laser or powerful robot fist.

Rules
For two to four players, the pigs start the game on opposite sides of the board, just to
the right of the center line, facing the center of the board. (See the B.A.S.H. variation for
starting positions for up to eight players.)
In the example diagrams, A and B are the pigs, and the line indicates the direction that
they are facing.

Each round of the game is made of five moves. Both players plan their five moves,
recording them on paper. The players then reveal their "programs", and move their pigs
simultaneously.

Commands

^	Forward	Walk forward one space
v	Backward	Walk backward one space
\	Forward Left	Walk diagonally to the left one space
/	Forward Right	Walk diagonally to the right one space
TL	Turn Left	Rotate 90 degrees left (counter-clockwise)
TR	Turn Right	Rotate 90 degrees right (clockwise)
F	Fire	Fire your forward-pointing laser
H	Hit	Swing with your massive robot punching arm
R	Repair	Fixes one point of damage (uses all 5 moves)
X	Damage	Do nothing (the result of being damaged)